

Abbey Gargoyles

{2}{W}{W}{W}

Creature -- Gargoyle

3/4

Flying, protection from red

Abbey Matron

{2}{W}

Creature -- Cleric

1/3

{W}, {T}: Abbey Matron gets +0/+3 until end of turn.

AEther Storm

{3}{U}

Enchantment

Creature cards can't be played.

Pay 4 life: Destroy AEther Storm. It can't be regenerated. Any player may play this ability.

Aliban's Tower

{1}{R}

Instant

Target blocking creature gets +3/+1 until end of turn.

Ambush

{3}{R}

Instant

Blocking creatures gain first strike until end of turn.

Ambush Party

{4}{R}

Creature -- Ambush-Party

3/1

First strike, haste #(This creature may attack and #{T}# the turn it comes under your control.)#

Anaba Ancestor

{1}{R}

Creature -- Ghost

1/1

{T}: Target Minotaur gets +1/+1 until end of turn.

Anaba Bodyguard

{3}{R}

Creature -- Minotaur

2/3

First strike

Anaba Shaman

{3}{R}

Creature -- Minotaur

2/2

{R}, {T}: Anaba Shaman deals 1 damage to target creature or player.

Anaba Spirit Crafter  
{2}{R}{R}  
Creature -- Minotaur  
1/3  
All Minotaurs get +1/+0.

An-Havva Constable  
{1}{G}{G}  
Creature -- Constable  
2/1+\*  
An-Havva Constable's toughness is equal to 1 plus the number of green creatures in play.

An-Havva Inn  
{1}{G}{G}  
Sorcery  
Gain X+1 life, where X is the number of green creatures in play.

An-Havva Township  
Land  
{T}: Add one colorless mana to your mana pool.  
{1}, {T}: Add {G} to your mana pool.  
{2}, {T}: Add {R} or {W} to your mana pool.

An-Zerrin Ruins  
{2}{R}{R}  
Enchantment  
As An-Zerrin Ruins comes into play, choose a creature type.  
Creatures of the chosen type don't untap during their controllers' untap steps.

Apocalypse Chime  
{2}  
Artifact  
{2}, {T}, Sacrifice Apocalypse Chime: Destroy all cards from the Homelands expansion. They can't be regenerated.

Autumn Willow  
{4}{G}{G}  
Creature -- Legend  
4/4  
Autumn Willow can't be the target of spells or abilities.  
{G}: Until end of turn, Autumn Willow may be the target of spells and abilities controlled by target player as though it did not have "Autumn Willow can't be the target of spells or abilities."

Aysen Abbey  
Land  
{T}: Add one colorless mana to your mana pool.  
{1}, {T}: Add {W} to your mana pool.  
{2}, {T}: Add {G} or {U} to your mana pool.

Aysen Bureaucrats  
{1}{W}

Creature -- Bureaucrat

1/1

{T}: Tap target creature with power 2 or less.

Aysen Crusader

{2}{W}{W}

Creature -- Crusader

2+\*/2+\*

Aysen Crusader's power and toughness are each equal to 2 plus the number of Heroes you control.

Aysen Highway

{3}{W}{W}{W}

Enchantment

White creatures have plainswalk. #(They're unblockable as long as defending player controls a plains.)#

Baki's Curse

{2}{U}{U}

Sorcery

Baki's Curse deals 2 damage to each creature for each enchant creature enchanting that creature.

Baron Sengir

{5}{B}{B}{B}

Creature -- Legend

5/5

Flying

Whenever a creature dealt damage by Baron Sengir this turn is put into a graveyard, put a +2/+2 counter on Baron Sengir.

{T}: Regenerate target Vampire.

Beast Walkers

{1}{W}{W}

Creature -- Hero

2/2

{G}: Beast Walkers gains banding until end of turn.

Black Carriage

{3}{B}{B}

Creature -- Carriage

4/4

Trample

Black Carriage doesn't untap during your untap step.

Sacrifice a creature: Untap Black Carriage. Play this ability only during your upkeep.

Broken Visage

{4}{B}

Instant

Destroy target attacking nonartifact creature. It can't be regenerated. Put a black Spirit creature token into play with power and toughness equal to the power and toughness of that creature.

Sacrifice the Spirit token at end of turn.

Carapace

{G}

Enchant Creature

Enchanted creature gets +0/+2.

Sacrifice Carapace: Regenerate enchanted creature.

Castle Sengir

Land

{T}: Add one colorless mana to your mana pool.

{1}, {T}: Add {B} to your mana pool.

{2}, {T}: Add {U} or {R} to your mana pool.

Cemetery Gate

{2}{B}

Creature -- Wall

0/5

#(Walls can't attack.)#

Protection from black

Chain Stasis

{U}

Instant

Tap or untap target creature. Then that creature's controller may pay {2}{U}. If the player does, he or she may copy this spell and may choose a new target for that copy.

Chandler

{4}{R}

Creature -- Legend

3/3

{R}{R}{R}, {T}: Destroy target artifact creature.

Clockwork Gnomes

{4}

Artifact Creature -- Gnome

2/2

{3}, {T}: Regenerate target artifact creature.

Clockwork Steed

{4}

Artifact Creature

0/3

Clockwork Steed comes into play with four +1/+0 counters on it.

Clockwork Steed can't be blocked by artifact creatures.

Clockwork Steed can't have more than four +1/+0 counters on it.

At end of combat, if Clockwork Steed attacked or blocked this turn, remove a +1/+0 counter from it.

{X}, {T}: Put X +1/+0 counters on Clockwork Steed. Play this ability only during your upkeep.

Clockwork Swarm

{4}

Artifact Creature

0/3

Clockwork Swarm comes into play with four +1/+0 counters on it.

Clockwork Swarm can't be blocked by Walls.

Clockwork Swarm can't have more than four +1/+0 counters on it.

At end of combat, if Clockwork Swarm attacked or blocked this turn, remove a +1/+0 counter from it.

{X}, {T}: Put X +1/+0 counters on Clockwork Swarm. Play this ability only during your upkeep.

Coral Reef

{U}{U}

Enchantment

Coral Reef comes into play with four polyp counters on it.

Sacrifice an island: Put two polyp counters on Coral Reef.

{U}, Tap an untapped blue creature you control, Remove a polyp counter from Coral Reef: Put a +0/+1 counter on target creature.

Dark Maze

{4}{U}

Creature -- Wall

4/5

#{Walls can't attack.)#

{0}: Dark Maze may attack this turn as though it weren't a Wall.

Remove it from the game at end of turn.

Daughter of Autumn

{2}{G}{G}

Creature -- Legend

2/4

{W}: The next 1 damage that would be dealt to target white creature this turn is dealt to Daughter of Autumn instead.

Death Speakers

{W}

Creature -- Speaker

1/1

Protection from black

Didgeridoo

{1}

Artifact

{3}: Put a Minotaur card from your hand into play.

Drudge Spell

{B}{B}

Enchantment

{B}, Remove two creature cards in your graveyard from the game: Put a 1/1 black Skeleton creature token into play. It has "{B}": Regenerate this creature."

When Drudge Spell leaves play, destroy all Skeleton tokens. They can't be regenerated.

Dry Spell

{1}{B}

Sorcery

Dry Spell deals 1 damage to each creature and each player.

Dwarven Pony

{R}

Creature -- Pony

1/1

{1}{R}, {T}: Target Dwarf gains mountainwalk until end of turn.

#{This creature is unblockable as long as defending player controls a mountain.})#

Dwarven Sea Clan

{2}{R}

Creature -- Dwarf

1/1

{T}: Dwarven Sea Clan deals 2 damage to target attacking or blocking creature whose controller controls an island. Play this ability only during the end of combat step.

Dwarven Trader

{R}

Creature -- Dwarf

1/1

Ebony Rhino

{7}

Artifact Creature

4/5

Trample

Eron the Relentless

{3}{R}{R}

Creature -- Legend

5/2

Haste #{This creature may attack and #{T}# the turn it comes under your control.})#

{R}{R}{R}: Regenerate Eron the Relentless.

Evaporate

{2}{R}

Sorcery

Evaporate deals 1 damage to each creature that's white or blue.

Faerie Noble

{2}{G}

Creature -- Noble

1/2

Flying

Faeries you control get +0/+1.

{T}: Faeries you control get +1/+0 until end of turn.

Feast of the Unicorn

{3}{B}

Enchant Creature  
Enchanted creature gets +4/+0.

Feroz's Ban  
{6}  
Artifact  
Creature spells cost {2} more to play.

Folk of An-Havva  
{G}  
Creature -- Townsfolk  
1/1  
Whenever Folk of An-Havva blocks, it gets +2/+0 until end of turn.

Forget  
{U}{U}  
Sorcery  
Target player discards two cards from his or her hand, then draws as many cards as he or she discarded this way.

Funeral March  
{1}{B}{B}  
Enchant Creature  
When enchanted creature leaves play, its controller sacrifices a creature.

Ghost Hounds  
{1}{B}  
Creature -- Hound  
1/1  
Attacking doesn't cause Ghost Hounds to tap.  
Whenever Ghost Hounds blocks or becomes blocked by a white creature, Ghost Hounds gains first strike until end of turn.

Giant Albatross  
{1}{U}  
Creature -- Albatross  
1/1  
Flying  
When Giant Albatross is put into a graveyard from play, you may pay {1}{U}. If you do, for each creature that dealt damage to Giant Albatross this turn, destroy that creature unless its controller pays 2 life. A creature destroyed this way can't be regenerated.

Giant Oyster  
{2}{U}{U}  
Creature -- Oyster  
0/3  
You may choose not to untap Giant Oyster during your untap step.  
{T}: As long as Giant Oyster remains tapped, target tapped creature doesn't untap during its controller's untap step, and at the beginning of each of your upkeeps, put a -1/-1 counter on that creature. When Giant Oyster becomes untapped or leaves play, remove all -1/-1 counters from the creature.

Grandmother Sengir

{4}{B}

Creature -- Legend

3/3

{1}{B}, {T}: Target creature gets -1/-1 until end of turn.

Greater Werewolf

{4}{B}

Creature -- Lycanthrope

2/4

At end of combat, put a -0/-2 counter on all creatures blocking or blocked by Greater Werewolf.

Hazduhr the Abbot

{3}{W}{W}

Creature -- Legend

2/5

{X}, {T}: The next X damage that would be dealt this turn to target white creature you control is dealt to Hazduhr the Abbot instead.

Headstone

{1}{B}

Instant

Remove target card in a graveyard from the game.

Draw a card at the beginning of the next turn's upkeep.

Heart Wolf

{3}{R}

Creature -- Wolf

2/2

First strike

{T}: Target Dwarf gains first strike and gets +2/+0 until end of turn. When that Dwarf leaves play this turn, sacrifice Heart Wolf. Play this ability only during combat.

Hungry Mist

{2}{G}{G}

Creature -- Mist

6/2

At the beginning of your upkeep, sacrifice Hungry Mist unless you pay {G}{G}.

Ihsan's Shade

{3}{B}{B}{B}

Creature -- Legend

5/5

Protection from white

Irini Sengir

{2}{B}{B}

Creature -- Legend

2/2

White enchantments and green enchantments cost {2} more to play.



Ironclaw Curse

{R}

Enchant Creature

Enchanted creature gets -0/-1.

Enchanted creature can't block a creature with power equal to or greater than enchanted creature's toughness.

Jinx

{1}{U}

Instant

Target land's type becomes the basic land type of your choice until end of turn.

Draw a card at the beginning of the next turn's upkeep.

Joven

{3}{R}{R}

Creature -- Legend

3/3

{R}{R}{R}, {T}: Destroy target noncreature artifact.

Joven's Ferrets

{G}

Creature -- Ferret

1/1

Whenever Joven's Ferrets attacks, it gets +0/+2 until end of turn.

At end of combat, tap all creatures that blocked Joven's Ferrets this turn. They don't untap during their controller's next untap step.

Joven's Tools

{6}

Artifact

{4}, {T}: This turn, target creature can't be blocked except by Walls.

Koskun Falls

{2}{B}{B}

Enchant World

At the beginning of your upkeep, sacrifice Koskun Falls unless you tap an untapped creature you control.

Each creature can't attack you unless its controller pays an additional {2}. # (This cost is paid as attackers are declared.) #

Koskun Keep

Land

{T}: Add one colorless mana to your mana pool.

{1}, {T}: Add {R} to your mana pool.

{2}, {T}: Add {B} or {G} to your mana pool.

Labyrinth Minotaur

{3}{U}

Creature -- Minotaur

1/4

Whenever Labyrinth Minotaur blocks a creature, that creature doesn't untap during its controller's next untap step.

Leaping Lizard

{1}{G}{G}

Creature -- Lizard

2/3

{1}{G}: Leaping Lizard gains flying and gets -0/-1 until end of turn.

Leeches

{1}{W}{W}

Sorcery

Target player loses all poison counters. Leeches deals 1 damage to that player for each poison counter removed this way.

Mammoth Harness

{3}{G}

Enchant Creature

Enchanted creature loses flying.

Whenever enchanted creature blocks a creature, the blocked creature gains first strike until end of turn.

Whenever enchanted creature becomes blocked by a creature, the blocking creature gains first strike until end of turn.

Marjhan

{5}{U}{U}

Creature -- Serpent

8/8

Marjhan doesn't untap during your untap step.

Marjhan can't attack unless defending player controls an island.

When you control no islands, sacrifice Marjhan.

{U}{U}, Sacrifice a creature: Untap Marjhan. Play this ability only during your upkeep.

{U}{U}: Marjhan gets -1/-0 until end of turn and deals 1 damage to target attacking creature without flying.

Memory Lapse

{1}{U}

Instant

Counter target spell. If you do, put it on top of its owner's library instead of into that player's graveyard.

Merchant Scroll

{1}{U}

Sorcery

Search your library for a blue instant card, reveal that card, and put it into your hand. Then shuffle your library.

Mesa Falcon

{1}{W}

Creature -- Bird

1/1

Flying

{1}{W}: Mesa Falcon gets +0/+1 until end of turn.

Mystic Decree

{2}{U}{U}

Enchant World

All creatures lose flying and islandwalk.

Narwhal

{2}{U}{U}

Creature -- Narwhal

2/2

First strike, protection from red

Orcish Mine

{1}{R}{R}

Enchant Land

Orcish Mine comes into play with three ore counters on it.

At the beginning of your upkeep and whenever enchanted land becomes tapped, remove an ore counter from Orcish Mine. If there are no ore counters on Orcish Mine, destroy enchanted land and Orcish Mine deals 2 damage to enchanted land's controller.

Primal Order

{2}{G}{G}

Enchantment

At the beginning of each player's upkeep, Primal Order deals damage to that player equal to the number of nonbasic lands he or she controls.

Prophecy

{W}

Sorcery

Reveal the top card of target opponent's library. If it's a land, you gain 1 life. That player then shuffles his or her library. Draw a card at the beginning of the next turn's upkeep.

Rashka the Slayer

{3}{W}{W}

Creature -- Legend

3/3

Rashka the Slayer may block as though it had flying.

Whenever Rashka blocks one or more black creatures, Rashka gets +1/+2 until end of turn.

Reef Pirates

{1}{U}{U}

Creature -- Ship

2/2

Whenever Reef Pirates deals damage to an opponent, that player puts the top card from his or her library into his or her graveyard.

Renewal

{2}{G}

Sorcery

As an additional cost to play Renewal, sacrifice a land.  
Search your library for a basic land card and put that card into play. Then shuffle your library.  
Draw a card at the beginning of the next turn's upkeep.

Retribution

{2}{R}{R}

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Reveka, Wizard Savant

{2}{U}{U}

Creature -- Legend

0/1

{T}: Reveka, Wizard Savant deals 2 damage to target creature or player and doesn't untap during your next untap step.

Root Spider

{3}{G}

Creature -- Spider

2/2

Whenever Root Spider blocks, it gets +1/+0 and gains first strike until end of turn.

Roots

{3}{G}

Enchant Creature

Roots can enchant only a creature without flying.

When Roots comes into play, tap enchanted creature.

Enchanted creature doesn't untap during its controller's untap step.

Roterohopter

{1}

Artifact Creature

0/2

Flying

{2}: Roterohopter gets +1/+0 until end of turn. Play this ability no more than twice each turn.

Rysorian Badger

{2}{G}

Creature -- Badger

2/2

Whenever Rysorian Badger attacks and isn't blocked, you may remove up to two target creature cards in defending player's graveyard from the game. If you do, you gain 1 life for each card removed this way and Rysorian Badger deals no combat damage this turn.

Samite Alchemist

{3}{W}

Creature -- Alchemist

0/2

{W}{W}, {T}: Prevent the next 4 damage that would be dealt this turn to target creature you control. Tap that creature. It doesn't untap during your next untap step.

Sea Sprite

{1}{U}

Creature -- Faerie

1/1

Flying, protection from red

Sea Troll

{2}{U}

Creature -- Troll

2/1

{U}: Regenerate Sea Troll. Play this ability only if Sea Troll blocked or was blocked by a blue creature this turn.

Sengir Autocrat

{3}{B}

Creature -- Minion

2/2

When Sengir Autocrat comes into play, put three black 0/1 Serf creature tokens into play.

When Sengir Autocrat leaves play, remove all Serf tokens from the game.

Sengir Bats

{1}{B}{B}

Creature -- Bat

1/2

Flying

Whenever a creature dealt damage by Sengir Bats this turn is put into a graveyard, put a +1/+1 counter on Sengir Bats.

Serra Aviary

{3}{W}

Enchant World

Creatures with flying get +1/+1.

Serra Bestiary

{W}{W}

Enchant Creature

At the beginning of your upkeep, sacrifice Serra Bestiary unless you pay {W}{W}.

Enchanted creature can't attack or block and its activated abilities with {T} in their costs can't be played.

Serra Inquisitors

{4}{W}

Creature -- Inquisitor

3/3

When Serra Inquisitors blocks or becomes blocked by one or more black creatures, Serra Inquisitors gets +2/+0 until end of turn.

Serra Paladin

{2}{W}{W}

Creature -- Paladin

2/2

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

{1}{W}{W}, {T}: Attacking doesn't cause target creature to tap this turn.

Serrated Arrows

{4}

Artifact

Serrated Arrows comes into play with three arrowhead counters on it. At the beginning of your upkeep, if there are no arrowhead counters on Serrated Arrows, sacrifice it.

{T}, Remove an arrowhead counter from Serrated Arrows: Put a -1/-1 counter on target creature.

Shrink

{G}

Instant

Target creature gets -5/-0 until end of turn.

Soraya the Falconer

{1}{W}{W}

Creature -- Legend

2/2

All Birds get +1/+1.

{1}{W}: Target Bird gains banding until end of turn.

Spectral Bears

{1}{G}

Creature -- Bear

3/3

Whenever Spectral Bears attacks, if defending player controls no black cards, it doesn't untap during your next untap step.

Timmerian Fiends

{1}{B}{B}

Creature -- Fiend

1/1

Remove Timmerian Fiends from your deck before playing if you're not playing for ante.

{B}{B}{B}, Sacrifice Timmerian Fiends: The owner of target artifact may ante the top card of his or her library. If that player doesn't, exchange ownership of that artifact and Timmerian Fiends. Put the artifact card into your graveyard and Timmerian Fiends from anywhere into that player's graveyard. This change in ownership is permanent.

Torture

{B}

Enchant Creature

{1}{B}: Put a -1/-1 counter on enchanted creature.

Trade Caravan

{W}

Creature -- Caravan

1/1

At the beginning of your upkeep, put a currency counter on Trade Caravan.

Remove two currency counters from Trade Caravan: Untap target basic land. Play this ability only during an opponent's upkeep.

Truce

{2}{W}

Instant

Each player may draw up to two cards. For each card less than two a player draws this way, that player gains 2 life.

Veldrane of Sengir

{5}{B}{B}

Creature -- Legend

5/5

{1}{B}{B}: Veldrane of Sengir gets -3/-0 and gains forestwalk until end of turn. #(This creature is unblockable as long as defending player controls a forest.)#

Wall of Kelp

{U}{U}

Creature -- Wall

0/3

#{Walls can't attack.)#

{U}{U}, {T}: Put a 0/1 blue Kelp Wall creature token into play.

Willow Faerie

{1}{G}

Creature -- Faerie

1/2

Flying

Willow Priestess

{2}{G}{G}

Creature -- Faerie

2/2

{T}: Put a Faerie card from your hand into play.

{2}{G}: Target green creature gains protection from black until end of turn.

Winter Sky

{R}

Sorcery

Flip a coin. If you win the flip, Winter Sky deals 1 damage to each creature and each player. If you lose the flip, each player draws a card.

Wizards' School

Land

{T}: Add one colorless mana to your mana pool.

{1}, {T}: Add {U} to your mana pool.

{2}, {T}: Add {W} or {B} to your mana pool.